

## IN THE CLAIMS

Please amend the claims as follows:

1. (Currently amended) A method for managed object replication and delivery in a system comprising a network having one or more edge server sites and one or more parent server sites distinct from said edge server sites, the method comprising:

directing a request by a client for an object to ~~[[an]]~~ a particular edge server site in ~~[[a]]~~ the network;

if the particular edge server site has the requested object, then serving the requested object to the client from said particular edge server site;

otherwise, if the particular edge server site does not have the requested object, said particular edge server site redirecting the client request to another server site, and attempting to serve ~~serving~~ the requested object to the client from the other server site; and

conditionally if the requested object is popular, replicating the requested object ~~[[to]]~~ on the particular edge server site, said replicating being based at least in part on a dynamic measure of popularity of the requested object, said replicating being independent of whether said requested object is served to said client from said particular edge server site or from another server site.

2. (Currently amended) The method of claim 1, wherein redirecting the client request to another server comprises said particular edge server site redirecting the client request to a parent server site in the network and attempting to serve ~~serving~~ the requested object to the client from the parent server site.

3. (Currently amended) The method of claim 1, wherein redirecting the client request to another server site comprises said particular edge server site redirecting the client request to a parent server site in the network, and if that parent server site does not have the requested object, then recursively redirecting the request until a parent server site in the network having the requested object is reached, and then serving the requested object to the client from the parent server site that has the requested object.

4. (Currently amended) The method of claim 1, wherein redirecting the client request to [[a]] another server site comprises redirecting the client request to an origin server site if the requested object is not available at a parent server site in the network and then serving the requested object to the client from the origin server site.

5. (Currently amended) The method of claim 1, wherein directing a request by a client for an object to [[an]] a particular edge server site comprises directing [[a]] the request by [[a]] the client for an object to a best or optimal edge server site.

6. (Currently amended) The method of claim 5, wherein a best or optimal edge server site comprises an edge server site selected using at least one of a determination based on a best repeater selector, the likelihood of a copy of the requested object being available at the edge server site, and the bandwidth between the edge server site and the client.

7. (Currently amended) The method of claim 1, wherein said step of conditionally replicating the requested object to the particular edge server site comprises replicating the requested object to the particular edge server site from a parent server site.

8. (Currently amended) The method of claim 1, wherein said step of conditionally replicating comprises ~~further comprising~~:

if the requested object is determined to be popular based on said dynamic measure of popularity, and if the requested object is unavailable on parent ~~servers~~ server sites in the network, then replicating the requested object to a parent server site in the network from an origin server site.

9. (Currently amended) The method of claim 1, wherein said step of conditionally replicating the requested object to the particular edge server site comprises, if the requested object is unavailable on parent ~~servers~~ server sites in the network, replicating the requested object to the particular edge server site from an origin server site.

10. (Currently amended) The method of claim 1, wherein ~~whether~~ said dynamic measure of popularity of the requested object is popular is determined using at least a request rate for the requested object.

11. (Currently amended) The method of claim 1, further comprising:

if an object on the particular edge server site is no longer popular, as determined based on said dynamic measure of popularity of said object, deleting the object from the particular edge server site.

12. (Currently amended) The method of claim 1, further comprising:

if an object on the parent server site is no longer popular, as determined based on said dynamic measure of popularity of said object, and if the object is available on an origin server site, then deleting the object from the parent server site.

13. (Currently amended) The method of claim 1, wherein said step of conditionally replicating the requested object on said particular edge server site comprises replicating the requested object in accordance with a dynamic replication threshold.

14. (Currently amended) The method of claim 1, wherein said step of conditionally replicating the requested object on said particular edge server site comprises:

replicating the requested object when [[a]] said dynamic measure of popularity of the requested object is greater than a dynamic threshold popularity and there is enough storage on said particular edge server site to replicate the requested object;

otherwise, if there is not enough storage on said particular edge server site to replicate the requested object, then

i) comparing the dynamic measure of popularity of the requested object against a dynamic measure of popularity of a least popular object in ~~the~~ storage on said particular edge server site,

ii) if the dynamic measure of popularity of the requested object exceeds the dynamic measure of popularity of the least popular object in the storage, deleting the least popular object from the storage, and then

iii) repeating i) and ii) until enough storage is available for the requested object or until the dynamic measure of popularity of the requested object is less than the dynamic measure of popularity of the least popular object in the storage, and then

iv) replicating the requested object on said particular edge server site if there is enough storage on said particular edge server site.

15. (Currently amended) The method of claim 1, wherein the step of serving the requested object is performed separately from the step of conditionally replicating the requested object.

16. (Currently amended) A method for managed object replication and delivery in a system comprising a network having one or more parent server sites and one or more edge server sites distinct from said parent server sites, the method comprising:

directing a request by a client for an object to an optimal edge server site in [[a]] the network;

if the edge server site has the requested object, then serving the requested object to the client from the edge server site;

otherwise, if the edge server site does not have the requested object, the edge server site redirecting the client request to a parent server site in the network, and attempting to serve ~~servicing~~ the requested object to the client from the parent server site; and,

if the edge server site does not have the requested object, conditionally if the requested object is popular, replicating the requested object to the edge server site from a parent server site in the network, said replicating being based at least in part on a dynamic measure of popularity of the requested object.

17. (Currently amended) The method of claim 16, further comprising:

if an object on the edge server site is no longer popular, as determined based on said dynamic measure of popularity of said object, deleting the object from the edge server site.

18. (Currently amended) The method of claim 16, further comprising:

if an object on the parent server site is no longer popular, as determined based on the said dynamic measure of popularity of said object, and if the object is available on an origin server site, deleting the object from the parent server site.

19. (Original) The method of claim 16, wherein replicating the requested object comprises replicating the requested object in accordance with a dynamic replication threshold.

20. (Currently amended) The method of claim 16, wherein said step of conditionally replicating the requested object on said edge server site comprises:

replicating the requested object when [[a]] said dynamic measure of popularity of the requested object is greater than a dynamic threshold popularity and there is enough storage on said edge server site to replicate the requested object;

otherwise, if there is not enough storage on said edge server site to replicate the requested object, then

i) comparing the popularity of the requested object, as determined based on said dynamic measure of popularity, against a dynamic measure of popularity of a least popular object in the storage on the edge server site,

ii) if the dynamic measure of popularity of the requested object exceeds the dynamic measure of popularity of the least popular object in the storage, deleting the least popular object from the storage, and

iii) repeating i) and ii) until enough storage is available for the requested object or until the dynamic measure of popularity of the requested object is less than the dynamic measure of popularity of the least popular object in the storage, and then

iv) replicating the requested object on the edge server if there is enough storage.

21. (Original) The method of claim 16, wherein whether the requested object is popular is determined using at least a request rate for the requested object.

22. (Currently amended) The method of claim 16, wherein the step of serving the requested object is performed separately from the step of conditionally replicating the requested object.

23. (Currently amended) A computer program product comprising computer-readable media including computer program code to cause a processor to perform a method for managed object replication and delivery in a system comprising a network having one or more edge server sites and one or more parent server sites distinct from said edge server sites, the method computer-readable media comprising computer program code for:

directing a request by a client for an object to [[an]] a particular edge server site in [[a]] the network;

if the particular edge server site has the requested object, then serving the requested object to the client from the particular edge server site;

otherwise, if the particular edge server site does not have the requested object, the particular edge server site redirecting the client request to another server site, and attempting to serve serving the requested object to the client from the other server site; and,

conditionally if the requested object is popular, replicating the requested object [[to]] on the particular edge server site, said replicating being based at least in part on a dynamic measure of popularity of the requested object, said replicating being independent of whether said requested object is served to said client from said particular edge server site or from another server site.

24. (Currently amended) The computer program product of claim 23, wherein redirecting the client request to another server site comprises redirecting



the client request to a parent server site in the network and attempting to serve  
serving the requested object to the client from the parent server site.

25. (Currently amended) The computer program product of claim 23,  
wherein redirecting the client request to another server site comprises redirecting  
the client request to a parent server site in the network, and if that parent server  
site does not have the requested object, ~~and~~ then recursively redirecting the request  
until a parent server site in the network having the requested object is reached and  
then serving the requested object to the client from the parent server site that has  
the requested object.

26. (Currently amended) The computer program product of claim 23,  
wherein redirecting the client request to a server site comprises redirecting the  
client request to an origin server site if the requested object is not available at a  
parent server site in the network and then serving the requested object to the client  
from the origin server site.

27. (Currently amended) The computer program product of claim 23,  
wherein directing a request by a client for an object to ~~[[an]]~~ a particular edge  
server site comprises directing ~~[[a]]~~ the request by ~~[[a]]~~ the client for an object to  
a best or optimal edge server site.

28. (Currently amended) The computer program product of claim 27,  
wherein a best or optimal edge server site comprises an edge server site selected  
using at least one of a determination based on a best repeater selector, the

likelihood of a copy of the requested object ~~object(s)~~ being available at the edge server site, and the bandwidth between the edge server site and the client.

29. (Currently amended) The computer program product of claim 23, wherein the conditionally replicating the requested object to the particular edge server site comprises replicating the requested object to the particular edge server site from a parent server site.

30. (Currently amended) The computer program product of claim 23, the method further comprising:

if the requested object is determined to be popular based on said dynamic measure of popularity, and if the requested object is unavailable on parent ~~servers~~ server sites in the network, then replicating the requested object to a parent server site in the network from an origin server site.

31. (Currently amended) The computer program product of claim 23, wherein said conditionally replicating the requested object to the particular edge server site comprises, if the requested object is unavailable on parent ~~servers~~ server sites in the network, replicating the requested object to the particular edge server site from an origin server site.

32. (Currently amended) The computer program product of claim 23, wherein ~~whether~~ said dynamic measure of popularity of the requested object is popular is determined using at least a request rate for the requested object.

33. (Currently amended) The computer program product of claim 23, the method further comprising:

if an object on the particular edge server site is no longer popular, as determined based on said dynamic measure of popularity of said object, deleting the object from the particular edge server site.

34. (Currently amended) The computer program product of claim 23, the method further comprising:

if an object on the parent server site is no longer popular, as determined based on said dynamic measure of popularity of said object, and if the object is available on an origin server site, then deleting the object from the parent server site.

35. (Currently amended) The computer program product of claim 23, wherein said conditionally replicating the requested object on said particular edge server site comprises replicating the requested object in accordance with a dynamic replication threshold.

36. (Currently amended) The computer program product of claim 23, wherein said conditionally replicating the requested object on said particular edge server site comprises:

replicating the requested object when [[a]] said dynamic measure of popularity of the requested object is greater than a dynamic threshold popularity and there is enough storage on said particular edge server site to replicate the requested object;

otherwise, if there is not enough storage on said particular edge server site to replicate the requested object,

i) comparing the dynamic measure of popularity of the requested object against a dynamic measure of popularity of a least popular object in the storage on said particular edge server site,

ii) if the dynamic measure of popularity of the requested object exceeds the dynamic measure of popularity of the least popular object in the storage, deleting the least popular object from the storage, and

iii) repeating i) and ii) until enough storage is available for the requested object or until the dynamic measure of popularity of the requested object is less than the dynamic measure of popularity of the least popular object in the storage, and then

iv) replicating the requested object on said particular edge server site if there is enough storage.

37. (Currently amended) The computer program product of claim 23, wherein serving the requested object is performed separately from conditionally replicating the requested object.

38. (Currently amended) A computer program product comprising computer-readable media including computer program code having instructions to cause a processor to perform a method for managed object replication and delivery in a system comprising a network having one or more parent server sites and one or more edge server sites distinct from said parent server sites, the method comprising:

directing a request by a client for an object to an optimal edge server site in ~~[[a]]~~ the network;

if the edge server site has the requested object, then serving the requested object to the client from said edge server site;

otherwise, if the edge server site does not have the requested object, the edge server site redirecting the client request to a parent server site in the network, and attempting to serve ~~serving~~ the requested object to the client from the parent server site; and,

if the edge server site does not have the requested object, conditionally if ~~the requested object is popular~~, replicating the requested object to the edge server site from a parent server site in the network, said replicating being based at least in part on a dynamic measure of popularity of the requested object.

39. (Currently amended) The computer program product of claim 38, the method further comprising:

if an object on the edge server site is no longer popular, as determined based on said dynamic measure of popularity of said object, deleting the object from the edge server site.

40. (Currently amended) The computer program product of claim 38, the method further comprising:

if an object on the parent server site is no longer popular as determined based on said dynamic measure of popularity of said object, and if the object is available on an origin server site, deleting the object from the parent server site.

41. (Original) The computer program product of claim 38, wherein replicating the requested object comprises replicating the requested object in accordance with a dynamic replication threshold.

42. (Currently amended) The computer program product of claim 38, wherein replicating the requested object on said edge server site comprises:

replicating the requested object when ~~[[a]]~~ said dynamic measure of popularity of the requested object is greater than a dynamic threshold popularity and there is enough storage on said edge server site to replicate the requested object;

otherwise, if there is not enough storage on said edge server site to replicate the requested object, then

i) comparing the popularity of the requested object, as determined based on said dynamic measure of popularity, against a dynamic measure of popularity of a least popular object in the storage on the edge server site,

ii) if the dynamic measure of popularity of the requested object exceeds the dynamic measure of popularity of the least popular object in the storage, deleting the least popular object from the storage, and

iii) repeating i) and ii) until enough storage is available for the requested object or until the dynamic measure of popularity of the requested object is less than the dynamic measure of popularity of the least popular object in the storage, and then

iv) replicating the requested object on the edge server if there is enough storage.

43. (Original) The computer program product of claim 38, wherein whether the requested object is popular is determined using at least a request rate for the requested object.

44. (Original) The computer program product of claim 38, wherein serving the requested object is performed separately from replicating the requested object.

45. (Currently Amended) A system for managed object replication and delivery, comprising:

a plurality of edge ~~servers~~ server sites in a network; and

a plurality of parent ~~servers~~ server sites in the network, said parent server sites distinct from said edge server sites,

~~wherein at least one of the plurality of edge servers and the plurality of parent servers:~~

~~direct~~ a request by a client for an object is directed to an edge server site in the network, and

if the edge server site has the requested object, ~~serve~~ the requested object is served to the client from the edge server site, and

otherwise, if the edge server site does not have the requested object, ~~redirect~~ the client request is redirected to another server site and which attempts to serve the requested object to the client, and,

if the edge server site does not have the requested object, then the requested object is popular, ~~replicate~~ the requested object [[to]] is conditionally replicated on the edge server site, said replicating being based at least in part on a dynamic measure of popularity of the requested object.

46. (Currently amended) The system of claim 45, wherein ~~redirect~~ redirecting the client request to a server site comprises ~~redirect~~ redirecting the client request to a parent server site in the network ~~that has the requested object~~ and attempting to serve the requested object to the client from the parent server site.

47. (Currently amended) The system of claim 45, wherein ~~redirect~~ redirecting the client request to a server site comprises ~~redirect the client request to a parent server in the network that does not have the requested object~~, recursively ~~redirect~~ redirecting the request until a parent server site in the network having the requested object is reached and ~~serve~~ serving the requested object to the client from the parent server site.

48. (Currently amended) The system of claim 45, wherein ~~redirect~~ redirecting the client request to a server site comprises ~~redirect~~ redirecting the client request to an origin server site if the requested object is not available at a parent server site in the network and ~~serve~~ serving the requested object to the client from the origin server site.

49. (Currently amended) The system of claim 45, wherein ~~direct~~ directing a request by a client for an object to an edge server site comprises ~~direct~~ directing the ~~the~~ the ~~[[a]]~~ request by ~~the~~ the ~~[[a]]~~ client for an object to a best or optimal edge server site.



50. (Currently amended) The system of claim 49, wherein a best or optimal edge server site comprises an edge server site selected using at least one of a determination based on a best repeater selector, the likelihood of a copy of the requested object(s) being available at the edge server site, and the bandwidth between the edge server site and the client.

51. (Currently amended) The system of claim 45, wherein ~~replicate~~ replicating the requested object to the edge server site comprises ~~replicate~~ replicating the requested object to the edge server site from a parent server site.

52. (Currently amended) The system of claim 45, wherein at least one of the plurality of edge servers server sites and the plurality of parent servers server sites further replicate the requested object from an origin server site if the requested object is popular, as determined based on a dynamic measure of popularity, and if the requested object is unavailable on parent servers server sites in the network.

53. (Currently amended) The system of claim 45, wherein ~~replicate~~ replicating the requested object to the edge server site comprises, if the requested object is unavailable on parent servers server sites in the network, ~~replicate~~ replicating the requested object to the edge server site from an origin server site.

54. (Currently amended) The system of claim 45, wherein ~~whether said~~ dynamic measure of popularity of the requested object ~~is popular~~ is determined using at least a request rate for the requested object.

55. (Currently amended) The system of claim 45, wherein at least one of the plurality of edge server sites and the plurality of parent ~~servers~~ server sites ~~further~~ delete an object if the object is no longer popular, as determined based on said dynamic measure of popularity of the requested object.

56. (Currently amended) The system of claim 45, wherein ~~replicate~~ replicating the requested object comprises ~~replicate~~ replicating the requested object in accordance with a dynamic replication threshold.

57. (Currently amended) The system of claim 45, wherein ~~replicate~~ replicating the requested object comprises:

~~replicate~~ replicating the requested object when [[a]] said dynamic measure of popularity of the requested object is greater than a dynamic threshold popularity and when there is enough storage on said particular edge server site to replicate the requested object;

otherwise, if there is not enough storage on said particular edge server site to replicate the requested object, then

i) ~~compare~~ comparing the popularity of the requested object, as determined based on said dynamic measure of popularity of said object, against a dynamic measure of popularity of a least popular object in the storage on said particular edge server site,

ii) if the dynamic measure of popularity of the requested object exceeds the dynamic measure of popularity of the least popular object in the storage, delete deleting the least popular object from the storage, and

iii) ~~repeat~~ repeating i) and ii) until enough storage is available for the requested object or until the dynamic measure of popularity of the requested object is less than the dynamic measure of popularity of the a least popular object in the storage, and then

iv) ~~replicate~~ replicating the requested object on said edge server site if there is enough storage.

58. (Currently amended) The system of claim 45, wherein ~~serve~~ serving the requested object is performed separately from ~~replicate~~ replicating the requested object.

59-65. (Canceled).